MARVEL SUPER HEROES®
ADVENTURE

1 ON 1

THE KING TAKES A DARE

ADVENTURE GAMEBOOKS

by James M. Ward

TSR 9-0001-1-0-X

MARVEL SUPER HEROES®

ADVENTURE GAMEBOOK

1 on 1

TSR, Inc.

8469

MARVEL SUPER HEROES™ ADVENTURE

ONE-ON-ONE™

ADVENTURE GAMEBOOKS

THE KING TAKES A DARE

DAREDEVIL™ VS KINGPIN™

James M. Ward

A ONE-ON-ONE™ Adventure for two players

ON 1

ADVENTURE GAMEBOOKS

COMBAT TABLE

Defender

Attacker	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
1	X	X	0	0	X		X	0	0		X	0	X	0		X	0		0	0	1
2	1	X		2X	0	X			0	0	X		0	X	X	X		0	X		2
3	0	X	X		X		X	2X		2X		2X		X	0	0	X	0	X	X	3
4	X	0		X	0		X	0	0	X	0	X		2X	0	2X	X	0		0	4
5	X	0		X	X	0		2X		X	0	0	X	0			2X	X	0		5
6		X		X	0	X	2X			2X	0		0	0	X	X	X	X	X	X	6
7	X	2X	2X	X	0	X	0	0			0	X		X	X	0	X		X		7
8	X		X			2X	X	0	2X	X		0			0	0		0	0	X	8
9	0	X		0	0	X	0			X	X	2X	2X			X		X	0		9
10	X	X	X	0	X		X		2X		0			0	X	0	X		2X		10
11	0	X		X	0	2X	0	X	0		X	0	X			X		X		0	11
12	X	X	X	X	X	X	X			2X	2X	0	0		0		0		0		12
13	X	2X			0	X	X	0	X		0	X	0	2X	X	0	X		X	X	13
14	0	X		0	X	0	0	X	0	X	0	X			2X	2X			X		14
15		X			X	2X		2X		0	0	X		0	X	X	X	X	X	0	15
16	X	0			0		0	X	X	2X	2X	0			X	0	X				16
17	0		2X	2X	0	X	X			0	X	0	X	0		X	0	X	X	0	17
18	X	X	0	X	X		0		X	X	0	X	X	2X	0					X	18
19	X	X	X	X	2X	X			2X	X	X	0	0	0	0	0			X	X	19
20	X	0	X	X	X	0	0	X	0	0	X	0	X	X	X	X		X		X	20
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

Instructions for handling combat: see page 7

Definition of Terms:

X = hit. A hit is scored. Attacker tells defender how many Hit Points were lost due to the attacker's weapon.

0 = miss. A miss means attacker does not cause damage this turn.

2X = double hit. Defender takes double the damage from attacker's weapon.

"–" = "Special." Refer to SPECIALS TABLE for your character. See page 197

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MARVEL SUPER HEROES™ ADVENTURE

1 ON 1™

ADVENTURE GAMEBOOKS

THE KING TAKES A DARE

DAREDEVIL™ VS KINGPIN™

You are DAREDEVIL™

James M. Ward

A 1-ON-1™ Adventure for two players

ON 1™ ADVENTURE GAMEBOOKS

COMBAT TABLE

Defender

Attacker	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	X	X	X	0	0	X	0	X	0	0	*	X	0	X	0	0	X	0	0	0
2	0	2X	0	*	2X	0	X	0	0	0	X	X	0	X	X	X	0	X	0	0
3	0	X	X	0	X		X	0	X	2X	0	2X		X	0	0	X	0	X	X
4	X	0	0	X	0	0	*	X	0	0	X	0	X	*	2X	0	2X	X	0	0
5	X	0	0	X	X	X	0	2X	0	X	0	0	0	X	0		0	2X	X	0
6	0	X		X	0	0	X	2X	0	*	2X	0	0	0	0	X	X	X	X	X
7	X	0	2X	2X	X	0	X	X	0		0	X	X	X	0	X	0	X	0	
8	X		X	0		2X	X	0	2X	X	X		X	0	0	0	0	0	0	X
9	0	X	X	0	0	X	X	0	0	X	X	2X	2X	*		X	X	0	0	0
10	X	X	0	X	0		X	0	2X	0	0	*	0	X	0	X	0	2X		
11	0	X	0	X	2X	0	2X	0	X	0	0	X	0	X	*	X		X	0	X
12	X	X	X	X	X	X	X	X	*	*	2X	2X	0	0	0	0	0	0	0	0
13	X	2X	0	*	0	X	0	X	0	X	0	X	0	2X	X	0	X		X	X
14	0	X	0	X	0	0	X	0	X	0	X	0	X			2X	2X	0	*	X
15	0	X		0	X	2X	*	2X		0	0	X	0	X	0	X	X	X	X	0
16	X	0	0	*	0	0	X	X	2X	2X		0	0	X	0		X		0	X
17	0		2X	2X	0	0	X	X	0	0	X	0	X	0	*	X	0	X	0	0
18	X	X	0	X	0	X	0	0	0	0	X	0	X	X	2X	0		2X		0
19	X	X	X	2X	X	*		2X	X	X	0	0	0	0		0	0		X	X
20	0	X	0	X	X	X	0	0		X	X	0	X	X	X	0	0	X	0	X

Attacking pc: handling combat: see page 7

Definition of Terms:

X = hit. A hit is scored. Attacker tells defender how many Hit Points were lost due to the attacker's weapon.

0 = miss. A miss means attacker does not cause damage this turn.

2X = double hit. Defender takes double the damage from attacker's weapon

*** = Special* Refer to SPECIALS TABLE for your character.**

See page 15?

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ONE-ON-ONE ADVENTURE GAMEBOOKS

THE BIG APPLE HAS A ROTTEN CORE

Midnight in the city of New York. It is raining. Three miles away from each other, two men make exactly the same decision at exactly the same time.

One is Daredevil, the red-costumed fighter for justice, who uses his uncanny senses to fight evil where he finds it.

The other is Kingpin, the pinstripe-clad warrior, who has followed his own code of ethics while fighting and clawing his way to the top of a criminal empire more powerful than many small nations.

Each has decided to eliminate the other in a duel to the death on the streets of New York.

Inside are two books for two players. One of you becomes Daredevil. The other Kingpin. Everything you need to play is provided: two books, Combat Table and Character Sheets. No dice are required. All you need is a healthy supply of luck and two pencils.

PLAY ANYTIME, ANYWHERE, MANY TIMES!

The game is different every time you play, and your well-being is always at stake in THE KING TAKES A DARE

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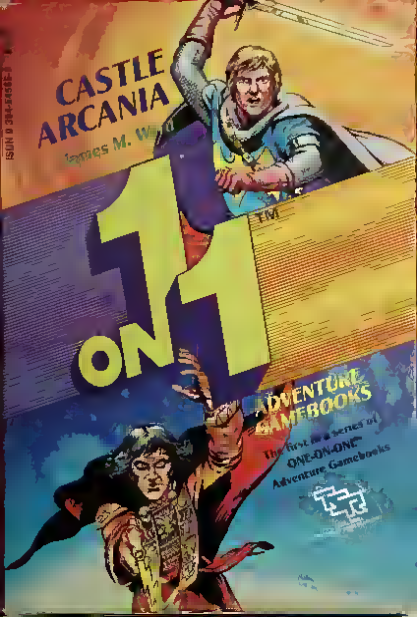
CASTLE ARCANIA

James M. Ward

1 ON 1™

ADVENTURE GAMEBOOKS

The first in a series of ONE-ON-ONE™ Adventure Gamebooks



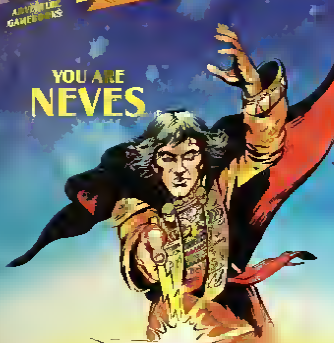
ONE-ON-ONE ADVENTURE GAMEBOOKS

CASTLE ARCANIA

James M. Ward

YOU ARE

NEVES



An Ancient and Powerful Wizard

ONE-ON-ONE® Adventure Gamebook

TSR, Inc.™

8401

COMBAT TABLE

Defender

Attacker	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	M	H	M	M	H	H	•	H	•	M	H	M	H	2H	H	M	H	M	M	M
2	H	H	M	M	H	•	M	M	M	H	H	H	2H	M	M	H	•	M	H	M
3	H	•	M	H	H	H	M	M	M	M	M	M	•	M	H	M	M	H	H	M
4	M	M	M	H	H	M	2H	M	H	•	H	M	M	M	•	M	H	H	H	H
5	H	2H	H	•	H	H	M	M	M	M	M	M	M	H	M	H	H	H	M	M
6	M	H	M	H	M	M	H	H	M	M	•	H	H	H	2H	H	M	•	M	M
7	M	H	M	H	M	M	M	•	M	H	M	M	•	H	H	M	M	H	H	2H
8	H	M	H	M	•	H	H	M	H	M	H	M	M	•	H	H	2H	H	M	M
9	M	H	M	M	M	M	H	2H	H	H	H	H	H	H	M	•	M	H	•	M
10	M	M	•	M	H	H	H	M	M	M	M	M	H	H	2H	H	H	H	H	•
11	•	M	H	M	H	M	H	M	H	M	H	M	H	M	H	M	H	H	2H	M
12	M	H	H	•	M	H	H	M	M	•	M	H	M	M	M	H	M	M	M	2H
13	H	M	•	M	M	•	M	H	H	M	2H	M	H	M	H	H	H	M	M	M
14	H	H	M	M	•	M	H	H	M	M	2H	H	M	M	H	H	•	M	H	H
15	H	H	H	H	H	•	•	H	M	M	M	M	H	H	H	M	M	M	M	H
16	•	H	M	H	M	•	M	H	M	H	M	H	M	H	H	H	M	2H	M	M
17	M	•	H	M	•	M	H	M	H	H	M	H	M	M	H	2H	H	H	•	H
18	H	M	H	M	2H	M	H	M	M	M	H	M	H	M	•	H	H	•	H	M
19	M	H	2H	M	M	H	H	H	H	H	H	M	M	M	M	•	M	M	•	H
20	M	•	M	M	H	H	H	2H	H	H	M	H	H	•	M	M	M	M	H	H

Instructions for handling combat: See page 8

Definition of Terms:

H = hit. A hit is scored. Attacker tells defender how many HI Points were lost due to the attacker's weapon.

M = miss. A miss means attacker does not cause damage this turn.

2H = double hit. Defender takes double the damage from attacker's weapon.

• = "Special." Refer to SPECIALS TABLE for your character. See page 19

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CASTLE ARCANIA

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1 ON 1 ADVENTURE GAMEBOOKS

CASTLE ARCANIA

James M. Ward

YOU ARE

ERIC SUNSWORD

Legendary Knight of the Northern Marches

ONE-ON-ONE Adventure Gamebook

TSR, Inc.

COMBAT TABLE

Defender

Attacker	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	M	M	M	M	M	M	•	M	•	M	M	M	M	2H	M	M	M	M	M	M
2	M	M	M	M	M	•	M	M	M	M	M	M	2H	M	M	M	•	M	M	M
3	M	•	M	M	M	M	M	M	M	M	•	M	M	M	M	M	M	M	M	M
4	M	M	M	M	M	M	2H	M	M	•	M	M	M	M	•	M	M	M	M	M
5	M	2H	M	•	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M
6	M	M	M	M	M	M	M	M	M	M	•	M	M	M	M	M	M	M	M	M
7	M	M	M	M	M	M	•	M	M	M	M	•	M	M	M	M	M	M	M	2H
8	M	M	M	•	M	M	M	M	M	M	M	M	•	M	M	2H	M	M	M	M
9	M	M	M	M	M	M	2H	M	M	M	M	M	M	M	•	M	M	•	M	M
10	M	M	•	M	M	M	M	M	M	M	M	M	M	M	2H	M	M	M	M	•
11	•	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	2H	M
12	M	M	M	•	M	M	M	M	•	M	M	M	M	M	M	M	M	M	2H	M
13	M	M	•	M	•	M	M	M	M	M	2H	M	M	M	M	M	M	M	M	M
14	M	M	M	M	•	M	M	M	M	2H	M	M	M	M	M	•	M	M	M	M
15	M	M	M	M	M	•	•	M	M	M	M	M	M	M	M	M	M	M	M	M
16	•	M	M	M	•	M	M	M	M	M	M	M	M	M	M	M	M	2H	M	M
17	M	•	M	M	•	M	M	M	M	M	M	M	M	M	M	2H	M	M	•	M
18	M	M	M	M	2H	M	M	M	M	M	M	M	M	M	•	M	M	•	M	M
19	M	M	2H	M	M	M	M	M	M	M	M	M	M	M	M	M	•	M	•	M
20	M	•	M	M	M	M	M	2H	M	M	M	M	M	•	M	M	M	M	M	M

Instructions for handling combat: See page 5

Definition of Terms.

H = hit. A hit is scored. Attacker tells defender how many Hit Points were lost due to the attacker's weapon

M = miss. A miss means attacker does not cause damage this turn.

2H = double hit. Defender takes double the damage from attacker's weapon.

• = "Special." Refer to SPECIALS TABLE for your character. See page 18

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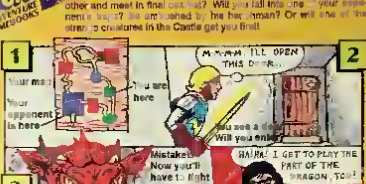
ONE ARE ENTIRE GAME BOOKS

A NEW KIND OF GAME!

Instead of two books for two players. One player is the knight, Erik, the Sword. The other becomes his latest enemy—Neves, the wizard! The first of you meet in magical Castle Arcana. Will you find each other and meet in final combat? Will you fall into one of your opponent's traps? Be ambushed by the beast-woman? Or will one of the strange creatures in the Castle get you first!



Everything needed to play is provided: two books, map, Combat Table, Character Sheets. No dice needed.

PLAY ANYTIME! ANYWHERE! PLAY MANY TIMES!

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